

Computing Services

DISCIPLINES

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| ■ Mainframe Hardware & OS | ■ Mainframe & Mid-tier Databases | ■ Mainframe & Server Middleware |
| ■ Application Software Server Environments | ■ Service & Data Layer Servers - Hardware | ■ Storage Subsystem – DASD/SAN |
| ■ Application Languages & Development Environments | ■ Service & Data Layer Servers - OS | ■ Storage Subsystem – Tape Storage |
| | ■ Web Server Software | ■ Mid-tier Storage, Backup/Archival SW & CD |

DOMAIN STRATEGY

The computing platforms will be driven towards a limited number of standards that provide for economies of scale in operations and acquisition while still providing enough choice to insure competition and flexibility of features for the State.

DOMAIN PRINCIPLES/BOUNDARIES

- Prefer technology platforms that are capable of integrating with other product(s) on the platform or within the architecture and that are based on an open architecture.
- Integration and interoperation should be considered, where appropriate.
- Products must be manageable and securable.
- TCO will be used to influence product choices.
- We will be biased towards products that use existing skill sets and/or that are readily available in the market.
- We will choose products from vendors that demonstrate good/excellent support and are judged to be viable for the future.
- We will avoid leading edge or unproven technologies unless there is significant reward to the agency/State.